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TELAHIN ENTERPRISES PTE LTD
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TELEX: RS 22813 MSC

Black Belt

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BYTE COMPUTER

(C) 1984

BLACK BELT

ARCADE SOUND
MOCKINGBOARD SUPPORTED
APPLE 48K - 1 DRIVE

PROGRAMMED BY: KEVIN RYAN
FROM: EARTHWARE COMPUTER SERVICES

CRACKED BY: CREATIVE CRACKER
AND HIGH TECHNOLOGY

THE APPLE MAFIA

SHERWOOD FOREST II - THE PIRATES CHEST
[914][359][151/] [617] 891-1349

BLACK BELT INSTRUCTIONS

DETAILS OF SPARRING:

THE SPARRING MATCH FOLLOWS THE RULES OF TAEKWONDO SPARRING AND THERE ARE SIX SKILL LEVELS RANGING FROM WHITE TO BLACK. THE SKILL LEVEL OF THE MATCH IS DETERMINED BY THE COMBATANTS. IF YOU ARE SPARRING AGAINST A COMPUTER OPPONENT, THE SKILL LEVEL WILL BE THAT OF YOUR COMPUTER OPPONENT. IN A 2-PLAYER GAME IT WILL BE THAT OF THE HIGHER OF THE 2. THE SKILL LEVEL AFFECTS SPEED, FATIGUE EFFECTS, TAEKWONDO FORMS ALLOWED AND INTELLIGENCE OF THE COMPUTER OPPONENT.

LISTED BELOW ARE THE ACTIONS A PLAYER CAN TAKE AND THE SKILL LEVEL THAT THEY

A

PUNCH

B

SIDE PIERCING KICK

C

FRONT SNAP KICK

D

BACK PIERCING KICK

E

REVERSE TURNING KICK

F

FLYING SIDE PIERCING KICK

G

TURNING KICK

H

DOWN KICK

KEYBOARD CONTROLS:

W,R- UPPER KICKS
X,V- LOWER KICKS
E- WALK TOWARD SCREEN
C- WALK AWAY FROM SCREEN
S- WALK LEFT
F- WALK, RIGHT
D- SWITCH DIRECTION FACING
U- FLYING SIDE PIERCING KICK TO LEFT
O- FLYING SIDE PIERCING KICK RIGHT
J- PUNCH TO LEFT
L- PUNCH TO RIGHT
M- TURNING KICK TO LEFT
.- TURNING KICK TO RIGHT
I- DOWN KICK
K- SIDE BLOCK
O- LOW BLOCK

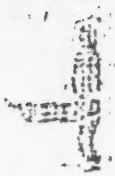
BECOME AVAILIBLE:

SIDE BLOCK.....WHITE
LOW BLOCK.....WHITE
PUNCH.....WHITE
SIDE PIERCING KICK.....WHITE
FRONT SNAP KICK.....WHITE
TURNING KICK.....WHITE
BACK PIERCING KICK.....YELLOW
DOWN KICK.....GREEN
REVERSE TURNING KICK.....BLUE
FLYING SIDE PIERCING KICK.....RED

ALL MOVEMENT ACTIONS ARE ALSO AVAILIBLE AT THE WHITE LEVEL. ALL ATACK ACTIONS ARE AVAILIBLE AT THE RED BELT LEVEL.

JOYSTICK CONTROLS:

THE JOYSTICK CONTROLS ARE SIMILAR TO THE KEYBOARD CONTROLS, WITH BUTTON 1 USED TO SELECT WHICH SET OF CONTROLS TO USE.



WITH BUTTON 1 UP:

UPPER KICK TO LEFT	WALK AWAY FROM SCREEN	UPPER KICK TO RIGHT
WALK LEFT		WALK RIGHT
LOWER KICK TO LEFT	WALK TOWARD SCREEN	LOWER KICK TO RIGHT

WITH BUTTON 1 PUSHED:

FLYING SIDE PIERCING KICK TO LEFT	DOWN KICK	FLYING SIDE PIERCING KICK TO RIGHT
PUNCH TO LEFT	SIDE BLOCK	PUNCH TO RIGHT
TURNING KICK TO LEFT	LOW BLOCK	TURNING KICK TO RIGHT

HIT BUTTON 0 TO SWITCH DIRECTION.

PLAYERS CAN GET POINTS DURING SPARRING IN THE FOLLOWING WAYS:

1. CONNECTING WITH AN ATTACK
2. BLOCKING AN OPPONENT'S ATTACK

THE WINNER IS DETERMINED BY THE NUMBER OF WARNING.

PRACTICE SECTION:

OPTION #2 ALLOWS YOU TO LOOK AT THE DIFFERENT ATTACKS THAT ARE AVAILIBLE.

C.C. - 02/18/84